NUMERO 1 ONLINE DISC

LA MIGLIORE RIVISTA PER APPASSIONATI DI RETROGAME

COMMODORE 64 >> NINTENDO 8 BIT >> NEO-GEO >> GAME & WATCH

Speciale GAMERS

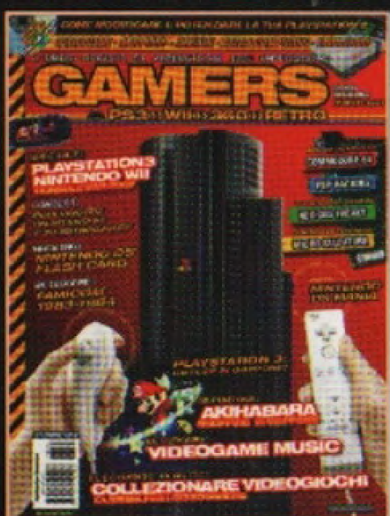


RETROGAMES Collection

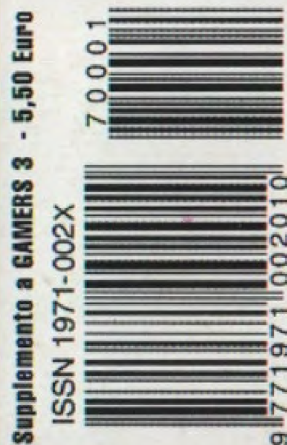
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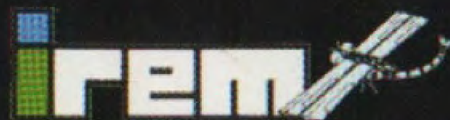
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LA BIBBIA PER TUTTI I RETROGAMERS

CONTEST:
VINCI 5 CARTUCCE DEL FAMICOM

SHOOT'EM UP:
LA STORIA DEGLI SPARATUTTO!



DONKEY KONG



DONKEY KONG: IL MITICO PERSONAGGIO CREATO DA SHIGERU MIYAMOTO.

MARIO BROS



IL CLASSICO MARIO BROS DELLA NINTENDO USCITO NEL 1983.

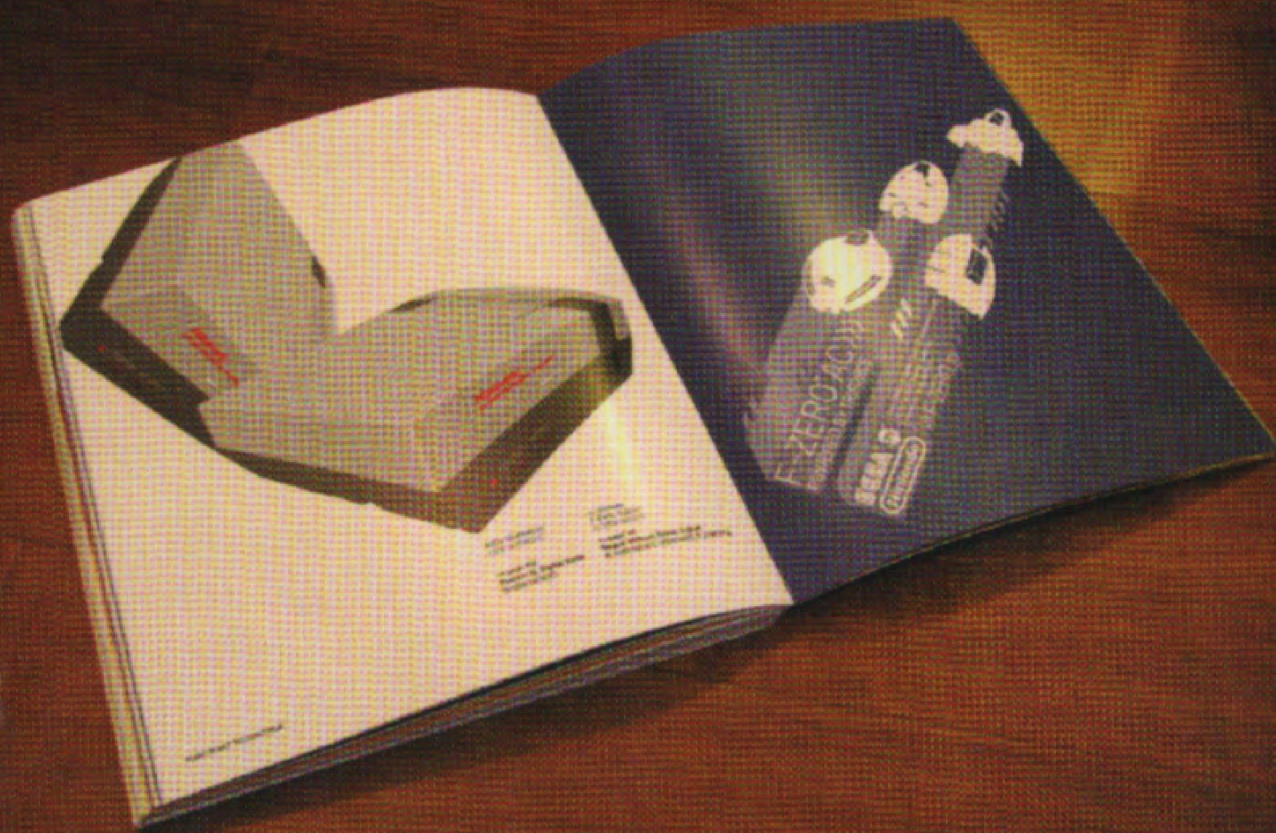
NUTS & MILK



IL PRIMO VIDEOGIOCO CREATO DALLA HUDSON SOFT PER IL NINTENDO 8-BIT.

1978 1979 1980 1981 1982 1983 1984 1985









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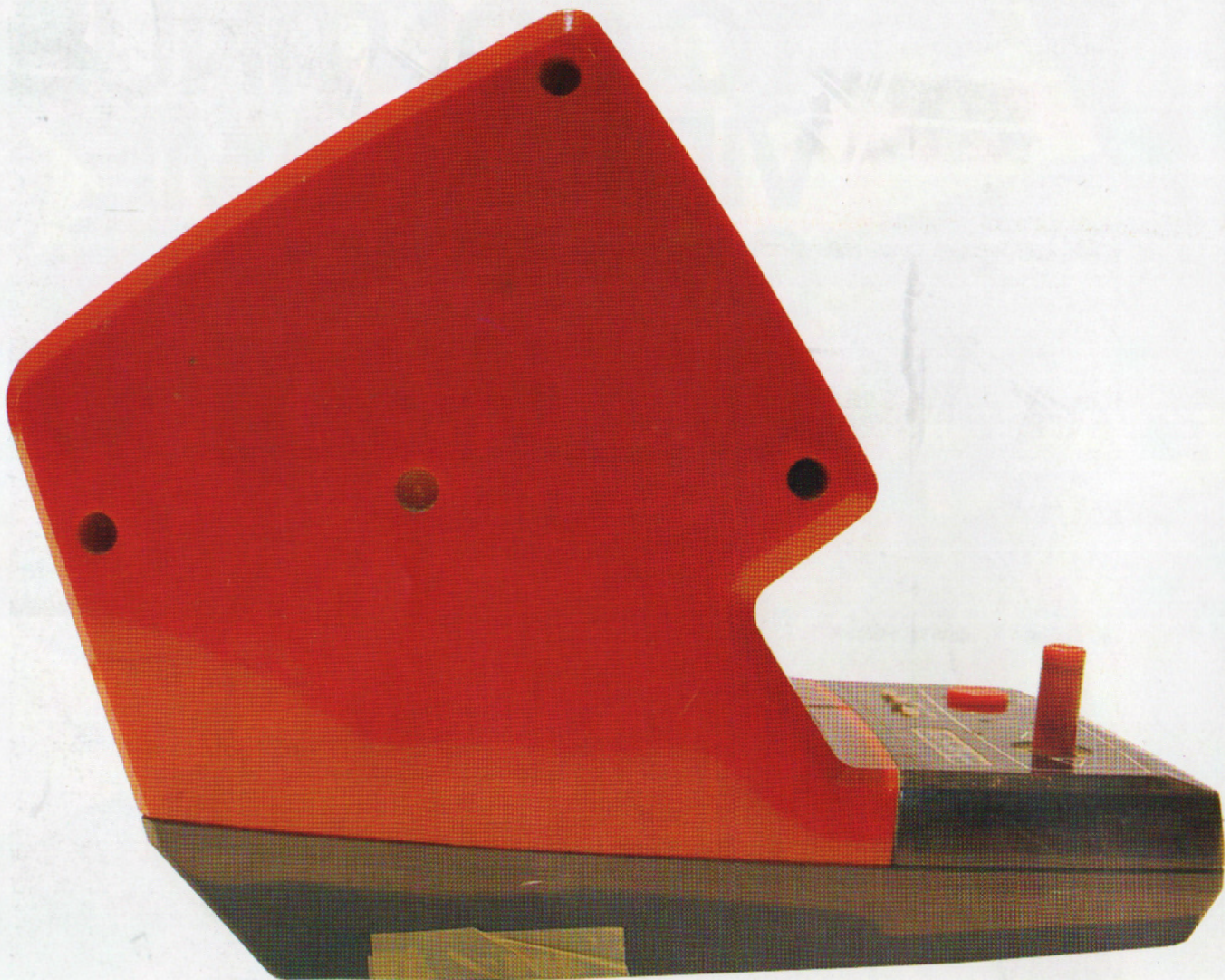
PUSH START TO CONTINUE: VIDEO GAME GRAPHICS.



NAMICHO

Mahesa Almeida, aka Namicho, è un giovane designer indonesiano che vive a Tokyo e collabora da circa un anno con il leggendario Quentaro "Ani" Fujimoto dei Nendo Graphix che, oltre 10 anni fa, fecero nascere il boom del design ispirato ai videogiochi 8bit. Le illustrazioni presenti in queste pagine sono tratte dal libro: **Push start to continue: Video Game Graphics** uscito in asia 4 anni fa.

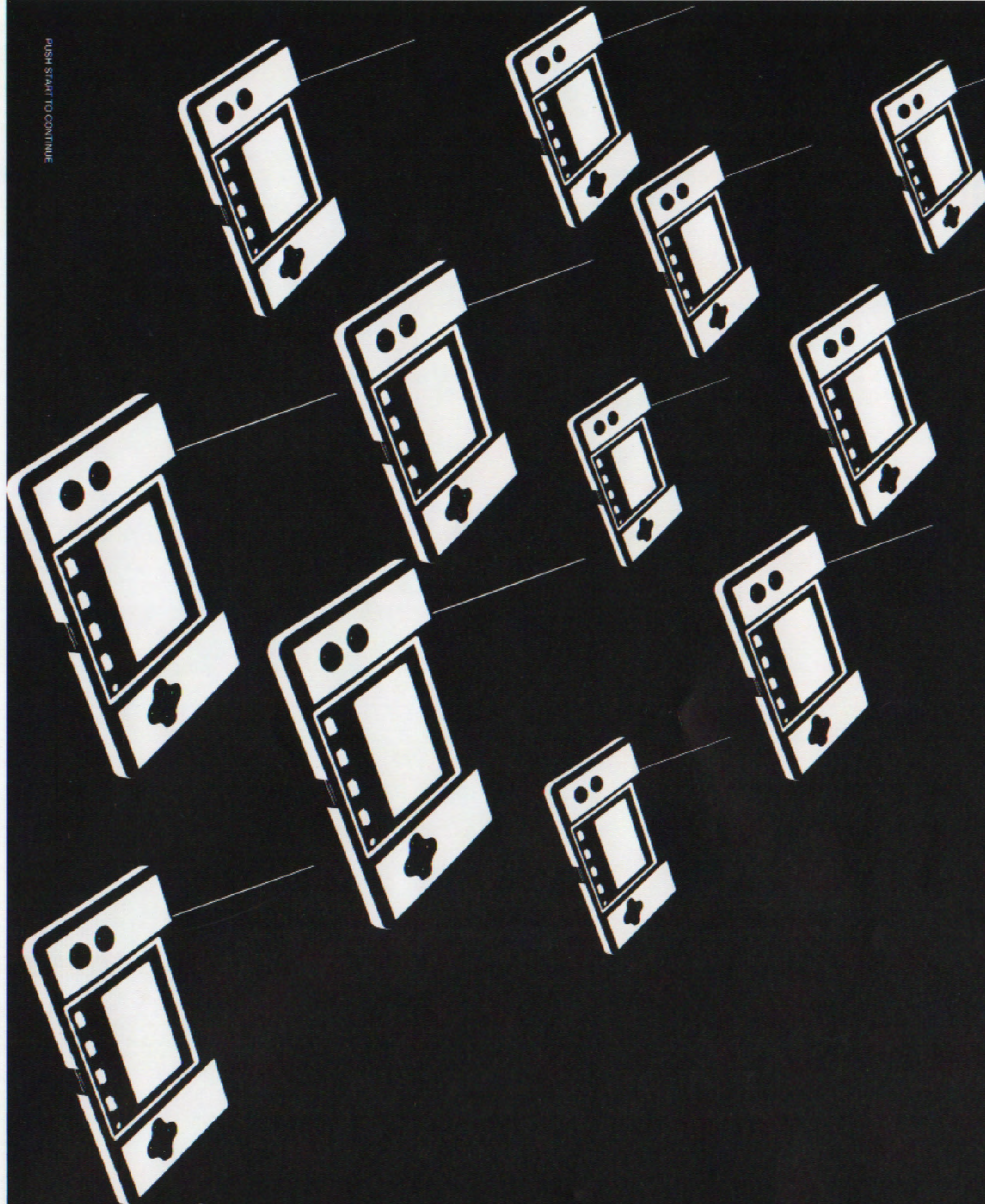
CONTEST: *inviaci le foto della tua collezione di retrogames all'indirizzo believer@gamersweb.it e, se saranno pubblicate su GAMERS, avrai in regalo 5 cartucce del Nintendo Famicom (NES).*



this spread
Color Screen Tabletop Game & Watch (Mario's Cement Factory)

*** In cement factory, Mario is operating two concrete mixers, feeding concrete into the hoppers. Lifts go up and down. Mario has to hop on and off the lifts to open the valves on the hoppers.*

PUSH START TO CONTINUE



**http://
namicho.com/
namicho3/
grafx/**

04.05

Gamewatch, personal work



Color TV-Game 15
©1977 NINTENDO CO.,LTD.

"Nintendo's early home console systems were versions of the Magnavox Odyssey, such as this one Color TV-Game 15.

Color TV-Game 6

"Nintendo's early home console systems were versions of the Magnavox Odyssey, such as this one Color TV-Game 6.



Color TV-Game Block Kuzushi
©1979 NINTENDO

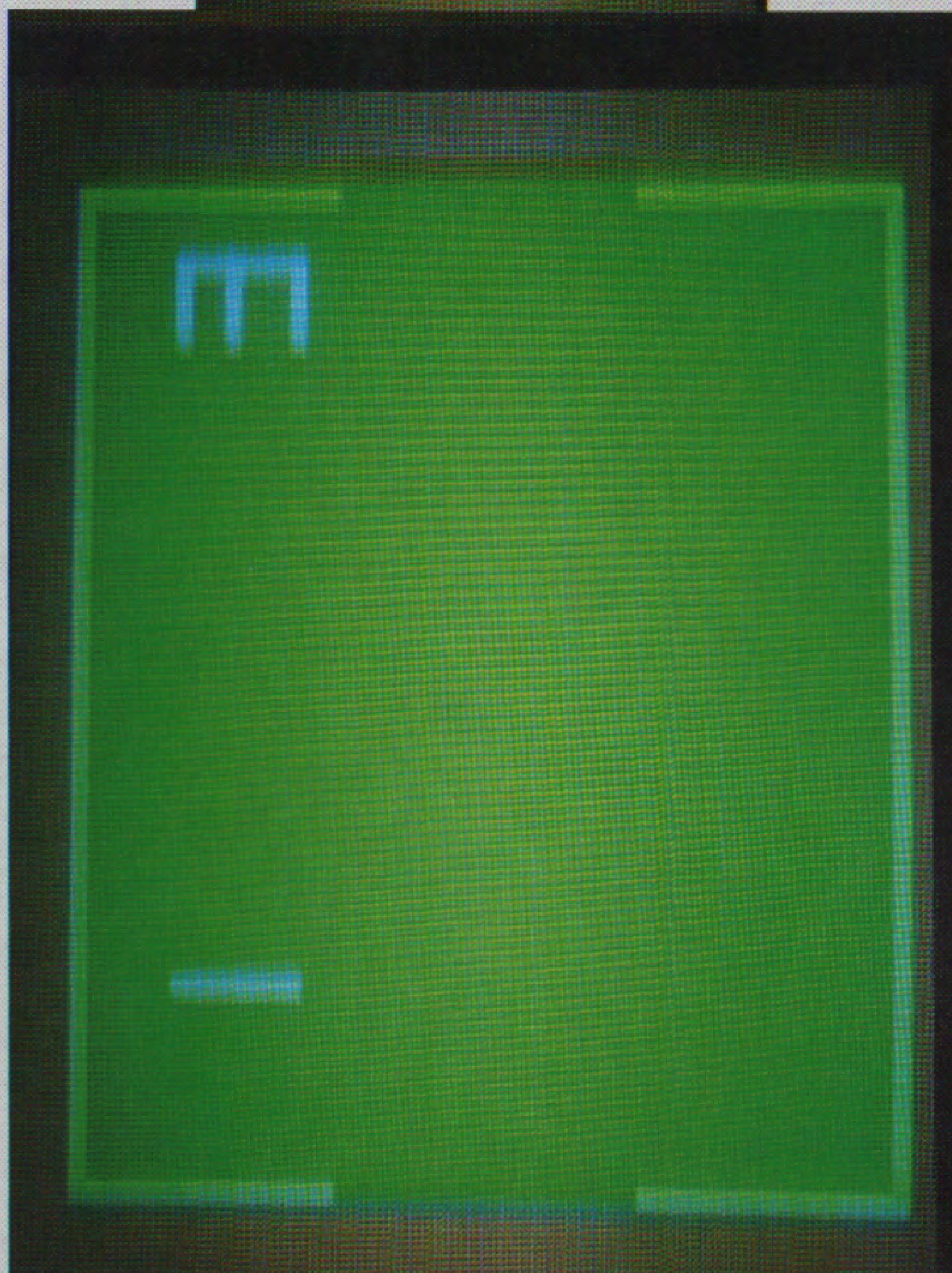
"Block Kuzushi is a dedicated machine with Outbreak like game built inside this system, and it's one of Shigeru Miyamoto's early design for Nintendo.

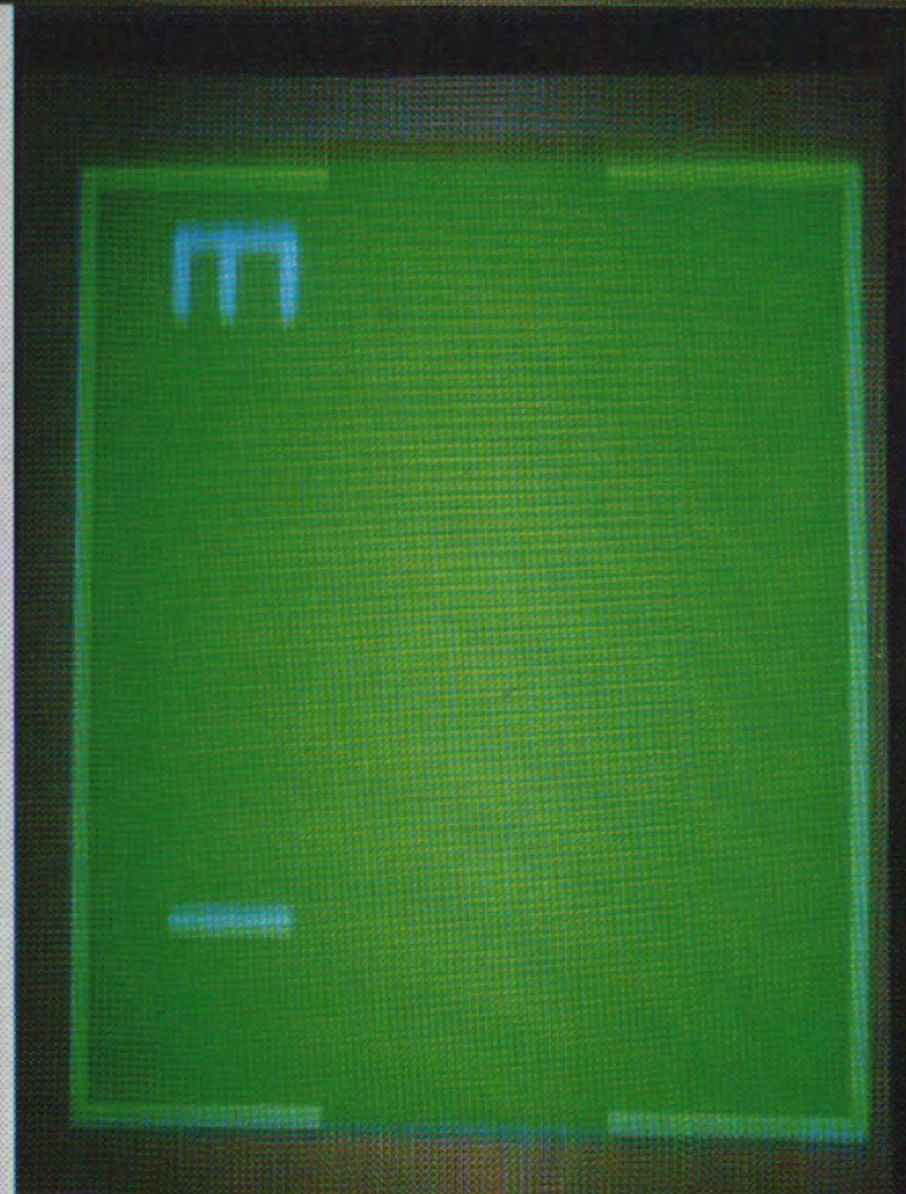


Family Computer (Famicom)

"Released on July 15th 1983 at ¥14,800. Launch titles are Donkey Kong, Donkey Kong Junior, and Popeye. My all time favorite video game system!









http://namicho.com/
namicho3/blog/

Do You Believe in Video Games?, Illustration
2002 DAIMAJIN DONI

